

REMARKS

Applicant respectfully requests reconsideration and allowance of the subject application. Claim 53-56 and 59 are canceled without prejudice. Claims 1-52, 57-58 and 60-71 are now pending in this application.

Election of Group I

In the Office Action dated August 7, 2002, the Examiner requested that the Applicant affirm election of Group I. Applicant inadvertently forgot to affirm this election in the response filed December 9, 2002. Applicant hereby affirms the election of Group I (claims 1-52 and 57-60). Further, Applicant has canceled the Group II claims 53-56, without prejudice.

35 U.S.C. § 102

Claims 1-9, 12-19, 21-22, 24-25, 27, 34-35, 43, 48, 50-52, 57-58, 60 and 61-71 stand rejected under 35 U.S.C. §102(e) as being unpatentable over U.S. Patent No. 6,299,535 to Motoharu Tanaka (hereinafter "Tanaka"). Applicant respectfully submits that claims 1-9, 12-19, 21-22, 24-25, 27, 34-35, 43, 48, 50-52, 57-58, 60 and 61-71 are not anticipated by Tanaka.

Tanaka discloses:

At startup, the CPU 12 reads the program and data required for execution of the game through the CD-ROM drive 18 from a computer readable program product, that is, the CD-ROM 30, based on the operating system stored in the ROM 13 and transfers the same to the RAM 14 and hard disk drive 15. Col. 9, lines 1-6.

Thus, Tanaka discloses a system that boots using a conventional operating system loaded from ROM 13. This disclosure is different from a game console that boots into a console application stored on a hard disk drive.

Claim 1, as amended, recites:

A game console comprising a hard disk drive that is non-removable from the game console and that stores a console application to which the game console boots that presents a graphical user interface providing navigation to media on the game console.

The Tanaka reference fails to disclose or suggest "... a hard disk drive that is non-removable from the game console and that stores a console application to which the game console boots" Accordingly, Tanaka fails to disclose the elements of claim 1. Thus, for at least these reasons, Applicant respectfully submits that claim 1 is allowable over Tanaka.

Given that claims 2-9 and 12 depend from amended claim 1, Applicant respectfully submits that claims 2-9 and 12 are likewise allowable over Tanaka for at least the reasons discussed above.

Claim 13, 43, 61 and 67-69 contain elements similar to those discussed above with respect to claim 1. Accordingly, for at least the reasons discussed above, Applicant submits that claims 13, 43, 61 and 67-69 are allowable over Tanaka. Similarly, any claims that depend from claims 13, 43, 61 and 67-69 are likewise allowable over Tanaka for at least the reasons discussed above.

Claim 22, as amended, recites, in part:

... a hard disk drive coupled to the processor, the hard disk drive being segregated into: a first region to store user data that includes game

data saved by a user of the video game system console when the processor executes a video game; and a second region to store application data that includes data specific to the video game executed by the processor, wherein user data associated with the video game is segregated from user data associated with other video game applications and wherein the application data associated with the video game is segregated from application data associated with other video game applications.

The Tanaka reference fails to disclose or suggest segregating user data and application data on the hard disk associated with one video game from user data and application data on the hard disk associated with other video games. Accordingly, Tanaka fails to disclose the elements of claim 22. Thus, for at least these reasons, Applicant respectfully submits that claim 22 is allowable over Tanaka.

Given that claims 24 and 25 depend from amended claim 22, Applicant respectfully submits that claims 24 and 25 are likewise allowable over Tanaka for at least the reasons discussed above.

Claim 57 contains elements similar to those discussed above with respect to claim 22. Accordingly, for at least the reasons discussed above, Applicant submits that claim 57 is allowable over Tanaka. Similarly, the claims that depend from claim 57 is likewise allowable over Tanaka for at least the reasons discussed above.

Claim 27, as amended, recites, in part "... preventing the video game from accessing portions of the hard disk drive that are not associated with the video game." The Tanaka reference fails to disclose or suggest the cited language of claim 27. Accordingly, Applicant respectfully submits that claim 27 is allowable

over Tanaka. Similarly, Applicant submits that dependent claims 34 and 35 are allowable over Tanaka.

Claim 48, as amended, recites, in part "... wherein the game console will not operate unless the hard disk drive is functioning." As discussed above, the Tanaka reference discloses a system that boots from ROM. Tanaka fails to disclose or suggest the cited language of claim 48. Accordingly, Applicant respectfully submits that claim 48 is allowable over Tanaka. Similarly, Applicant submits that dependent claims 50-52 are allowable over Tanaka.

Claims 1, 10-11, 13, 18, 20, 22-23, 26-33, 36-43, 44-49 and 57 stand rejected under 35 U.S.C. §102(b) as being unpatentable over the Links 386CD Players Manual (hereinafter "Links Manual"). Applicant respectfully submits that claims 1, 10-11, 13, 18, 20, 22-23, 26-33, 36-43, 44-49 and 57 are not anticipated by the Links Manual.

The Links Manual discloses installing and executing an application on a general purpose computer. After the general purpose computer has been booted with its general purpose operating system, such as DOS (Disk Operating System), the general purpose computer may then execute one or more applications, such as the Links 386CD application described in the Links Manual. However, the Links Manual fails to disclose or suggest a game console that boots into a console application stored on a hard disk drive in the game console.

Thus, the Links Manual fails to disclose or suggest the elements of claims 1, 13, 18 and 43. Accordingly, for at least the reasons discussed above, Applicant submits that claims 1, 13, 18 and 43 are allowable over the Links Manual.

Similarly, any claims that depend from claims 1, 13, 18 and 43 are likewise allowable over the Links Manual for at least the reasons discussed above.

The Links Manual also fails to disclose or suggest segregating user data and application data on the hard disk associated with one video game from user data and application data on the hard disk associated with other video games. Accordingly, the Links Manual fails to disclose the elements of claims 22 and 57. Similarly, any claims that depend from claims 22 and 57 are likewise allowable over the Links Manual for at least the reasons discussed above.

As mentioned above, claim 27, as amended, recites "... preventing the video game from accessing portions of the hard disk drive that are not associated with the video game." The Links Manual fails to disclose or suggest the cited language of claim 27. Accordingly, Applicant respectfully submits that claim 27 is allowable over the Links Manual. Similarly, Applicant submits that dependent claims 28-33 are allowable over the Links Manual.

Claim 36, as amended, recites:

A method comprising:
retrieving a list of recently used nicknames in a game console;
displaying the list of recently used nicknames to a user of the game console; and
allowing the user of the game console to select a nickname from the list of recently used nicknames.

The Links Manual fails to disclose the use of nicknames as recited in claim 36. As such, Applicant submits that claim 36 is allowable over the Links Manual. Similarly, Applicant submits that dependent claims 37-42 are allowable over the Links Manual.

Claim 48, as amended, recites, in part "... wherein the game console will not operate unless the hard disk drive is functioning." The Links Manual fails to disclose a game console that is inoperable if the disk drive is not functioning. Thus, the Links Manual fails to disclose or suggest the cited language of claim 48. Accordingly, Applicant respectfully submits that claim 48 is allowable over the Links Manual. Similarly, Applicant submits that dependent claim 49 is allowable over the Links Manual.

Applicant respectfully requests that the §102 rejections be withdrawn.

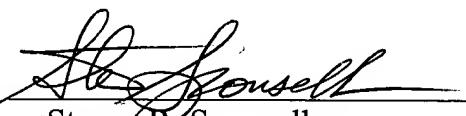
Conclusion

Claims 1-52, 57-58 and 60-71 are in condition for allowance. Applicant respectfully requests reconsideration and issuance of the subject application. Should any matter in this case remain unresolved, the undersigned attorney respectfully requests a telephone conference with the Examiner to resolve any such outstanding matter.

Respectfully Submitted,

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Version of Claims with Markings to Show Changes Made

1. (Twice Amended) A [video] game [system] console comprising a hard disk drive that is non-removable from the [video] game [system] console and that stores a [video game] console application to which the [video] game [system] console boots that presents a graphical user interface providing navigation to media on the [video] game [system] console.

2. (Twice Amended) A [video] game [system] console as recited in claim 1, wherein the media is selected from the group consisting of:
 - media to play a game;
 - media to watch a movie; and
 - media to listen to music.

3. (Twice Amended) A [video] game console as recited in claim 1 further including a portable media drive coupled to a processor and configured to communicate with a storage disc upon which the media is stored.

4. (Twice Amended) A [video] game [system] console as recited in claim 3 wherein the [video] game console application is stored on the non-removable hard disk drive and is executable on the processor.

5. (Twice Amended) A [video] game [system] console as recited in claim
3 further including a portable memory unit coupled to the processor.

6. (Twice Amended) A [video] game [system] console as recited in claim
5 wherein the portable memory unit is coupled to the processor via a game
controller for receiving user input.

7. (Twice Amended) A [video] game [system] console as recited in claim
1 wherein the non-removable hard disk drive is segregated into a plurality of
regions, each region for storing a particular type of data.

8. (Twice Amended) A [video] game [system] console as recited in claim
1 wherein the non-removable hard disk drive is segregated into a user data region,
an application region, and a console application region.

9. (Twice Amended) A [video] game [system] console as recited in claim
1 wherein the non-removable hard disk drive is segregated into a settings region, a
user data region, an application region, a utility region, and a console application
region.

10. (Twice Amended) A [video] game [system] console as recited in claim 1 wherein the non-removable hard disk drive is configured to store data associated with multiple saved games.

11. (Twice Amended) A [video] game [system] console as recited in claim 1 wherein the non-removable hard disk drive is configured to store a list of recently used nicknames.

12. (Twice Amended) A [video] game [system] console as recited in claim 1 further comprising an enclosure for the processor, the non-removable hard disk drive and port for interfacing with a game controller.

13. (Twice Amended) A [video] game [system] console comprising a housing that contains each of:

a portable media reader;

a processor; and

a hard disk drive coupled to the processor, the hard disk drive being configured to boot the [video] game [system] console and to store data associated with the [video] game [system] console, wherein the processor:

is coupled to receive video game instructions for a video game from portable media in the portable media reader;

executes the video game using the game instructions read from the portable media in the portable media reader;

is coupled to a controller to receive user commands when executing the video game.

14. (Twice Amended) A [video] game [system] console as recited in claim 13 wherein, when executing the video game, the processor sends video game data to the controller to be saved.

15. (Twice Amended) A [video] game [system] console as recited in claim 13 wherein the hard disk drive is permanently installed in the housing.

16. (Twice Amended) A [video] game [system] console as recited in claim 13 further including a memory coupled to the processor.

17. (Twice Amended) A [video] game [system] console as recited in claim 13 wherein the hard disk drive contains a console application configured to implement a user interface to the gaming system.

18. (Twice Amended) A [video] game [system] console comprising a processor and a non-removable hard disk drive coupled to the processor, wherein the non-removable hard disk drive stores a [video game] console application to which the [video] game [system] console boots.

19. (Twice Amended) A [video] game [system] console as recited in claim 18 wherein the hard disk drive is configured to store application data such that data associated with one application is inaccessible to other applications.

20. (Twice Amended) A [video] game [system] console as recited in claim 18 wherein the hard disk drive is configured to store saved game data such that saved game data associated with a particular game is stored separately from saved game data associated with other games.

21. (Twice Amended) A [video] game [system] console as recited in claim 18 wherein the hard disk drive is configured to store saved game data in a user data region and configured to store application-related data in an application data region.

22. (Twice Amended) A video game system console, comprising:

a processor; and

a hard disk drive coupled to the processor, the hard disk drive being segregated into: a first region to store user data that includes game data saved by a user of the video game system console when the processor executes a video game; and a second region to store application data that includes data specific to the video game executed by the processor, wherein user data associated with the video game is segregated from user data associated with other video game applications and wherein the application data associated with the video game is segregated from application data associated with other video game applications.

27. (Twice Amended) A method comprising:

identifying a game identifier associated with a video game installed in a [video] game [system] console, wherein the [video] game [system] console contains a hard disk drive;

determining portions of the hard disk drive that are associated with the video game based on the game identifier; and

preventing the video game from accessing portions of the hard disk drive that are not associated with the video game.

29. (Twice Amended) A method as recited in claim 27 further including retrieving a list of saved games associated with the video game installed in the [video] game [system] console.

30. (Twice Amended) A method as recited in claim 27 further including: retrieving a list of saved games associated with the video game installed in the [video] game [system] console; and displaying the list of saved games to a user of the [video] game [system] console.

31. (Twice Amended) A method as recited in claim 27 further including: retrieving a list of saved games associated with the video game installed in the [video] game [system] console; displaying the list of saved games to a user of the [video] game [system] console; and executing the video game using saved game data selected by the user of the [video] game [system] console.

33. (Twice Amended) A method as recited in claim 27 further including retrieving a list of recently used nicknames associated with the video game installed in the [video] game [system] console.

34. (Twice Amended) A method as recited in claim 27 wherein determining portions of the hard disk drive that are associated with the video game based on the game identifier comprises:

determining a portion of a user data region on the hard disk drive that is associated with the video game that includes game data saved by a user of the [video] game [system] console when executing a video game; and

determining a portion of an application data region on the hard disk drive that is associated with the video game and that includes data specific to the video game installed in the [video] game [system] console.

36. (Twice Amended) A method comprising:

retrieving a list of recently used nicknames in a [video] game [system] console;

displaying the list of recently used nicknames to a user of the [video] game [system] console; and

allowing the user of the [video] game [system] console to select a nickname from the list of recently used nicknames.

37. (Twice Amended) A method as recited in claim 36 wherein the list of recently used nicknames is associated with a video game installed in the [video] game [system] console.

38. (Twice Amended) A method as recited in claim 36 wherein retrieving a list of recently used nicknames includes retrieving the list of recently used nicknames from a non-removable hard disk drive in the [video] game [system] console.

39. (Twice Amended) A method as recited in claim 36 further including allowing the user of the [video] game [system] console to create a new nickname.

40. (Twice Amended) A method as recited in claim 36 further including:
allowing the user of the [video] game [system] console to create a new nickname; and
adding the new nickname to the list of recently used nicknames.

43. (Twice Amended) A method comprising:
booting a [video] game [system] console from a non-removable hard disk drive integrated into the game console; and
storing data associated with the [video] game [system] console on the hard disk drive.

45. (Twice Amended) A method as recited in claim 43 further including:
executing a video game the [video] game [system] console; and
storing data associated with multiple saved games on the hard disk drive
from the execution of the video game.

46. (Twice Amended) A method as recited in claim 43 wherein booting a
[video] game [system] console includes booting the [video] game [system] console
into a [video game] console application stored on the hard disk drive.

48. (Twice Amended) A method comprising:
initializing a [video] game [system] console using a non-removable hard
disk drive integrated into the [video] game [system] console, wherein the [video]
game [system] console will not operate unless the hard disk drive is functioning;
and
storing data associated with the [video] game [system] console on the hard
disk drive.

49. (Twice Amended) A method as recited in claim 48 wherein the stored data on the hard disk drive includes data associated with multiple saved games from one or more video games executed by the [video] game [system] console.

50. (Twice Amended) A method as recited in claim 48 wherein initializing the [video] game [system] console includes launching a [video game] console application stored on the hard disk drive.

51. (Twice Amended) A method as recited in claim 48 further including executing a video game application installed in the [video] game [system] console after initializing the [video] game [system] console.

53. Canceled

54. Canceled

55. Canceled

56. Canceled

57. (Twice Amended) A computer-readable medium for a [video] game [system] console comprising computer-executable instructions that, when executed, direct the [video] game [system] console to:
associate user data with a first region of a hard disk drive contained in the [video] game [system] console;

associate video game application data with a second region of the hard disk drive;

allow a video game application to access particular portions of the first region that are associated with the video game application; and

allow the video game application to access particular portions of the second region that are associated with the video game application.

58. (Twice Amended) A computer-readable medium as recited in claim 57 further comprising computer-executable instructions that, when executed, direct the [video] game [system] console to prevent the video game application from accessing portions of the first region that are not associated with the video game application.

59. Canceled.

60. (Twice Amended) A computer-readable medium as recited in claim 57 wherein the video game application receives user input from a controller [couples] coupled to the [video] game [system] console.

61. (Once Amended) A video game system console comprising a common enclosure for both a processor and a hard disk drive, wherein the hard disk drive is a non-removable component of the common enclosure that [is] must be present for

the video game system console to boot to a video game console application that presents a graphical user interface providing a consistent user experience when navigating to different media types available on the video game system console.

65. (Once Amended) A video game system console as recited in claim [1] 61, further comprising a housing that encloses:

the hard disk drive;

a processor for executing an application to present the graphical user interface; and

a port for interfacing with a game controller for receiving user input.

67. (Once Amended) A [video] game [system] console comprising a processor, a portable media reader, a game controller including both an input device and a portable media reader-writer device, and a non-removable hard disk drive, wherein:

the portable media reader, the game controller, and the non-removable are coupled to the processor;

the non-removable hard disk drive stores a [video game] console application to which the [video] game [system] console boots;

the processor executes a video game using game instructions read from the portable media reader;

the processor receives input from the input device of the game controller;

the processor saves game data from the video game to portable media in the portable media reader-writer device of the game controller;

and

the processor executes game instructions read from the portable media reader.

69. (Once Amended) A [video] game [system] console comprising:

- an input port for receiving input from a controller operable by a player to generate video game control signals;
- an output port for outputting a display of three-dimensional video game play graphics for a television;
- a processor for executing instructions of a video game program;
- a controller system coupled to said input port and to said processor for executing commands related to the video game control signals;
- a portable media reader for optically reading a video game program to be executed by the processor so as to output to the output port a display of three-dimensional video game play graphics in accordance with the video game control signals; and
- a fixed disk in a non-removable hard disk drive in communication with the processor, the fixed disk including a boot sector for storing boot instructions to boot the processor to load an initial program, wherein:
 - upon booting the processor to load the initial program, the execution of the initial program by the processor outputs to the output port a display of a user interface that provides a prompt for the playing of video games that were previously played with the [video] game [system] console;
 - the execution of the initial program by the processor receives input from the input port containing a selection of one said previously played video game; and

the selected previously played video game is played by the [video] game [system] console upon the execution by the processor of video game instructions that are read from removable optically read media by the portable media reader.

71. (Once Amended) The method as defined in Claim 70, further comprising:

identifying a game identifier associated with the one said video game, the one said video game being installed in the [video] game [system] console; determining portions of the hard disk drive that are associated with the one said video game based on the game identifier; and preventing the one said video game from accessing portions of the hard disk drive that are not associated with the one said video game.